MULTIMEDIA UNIVERSITY®

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 2, 2017/2018

MVR2053 – COLLABORATIVE VIRTUAL ENVIRONMENT

(All sections / Groups)

12th of MARCH 2018
9 a.m – 11 a.m
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 3 pages including cover page with 6 questions only.

2. Answer only **4 (FOUR) out of 6 questions.** Total marks is 40 (FORTY) marks altogether. The distribution of the marks for each question is given accordingly at the end of each question.

3. Please write all your answers clearly in the answer booklet provided.

Answer 4 (FOUR) questions ONLY.
Total marks is 40

Question 1

a) What is Collaborative Virtual Environment (CVE)?

[2 marks]

b) What are the key features to support CVE? Explain them!

[8 marks]

Question 2

There are four applications of CVE. Explain these applications along with their purposes, facilities and at least one example for each area.

[10 marks]

Question 3

Based on your experience in a real CVE event of VR Games Day, answer the following questions:

a. What are the technical issues in network games CVE? Mention five of them.

[5 marks]

b. In order to avoid these issues, mention the general requirements for VR/mixed reality in CVE!

[5 marks]

Question 4

Based on your experience playing network online 3D virtual games, explain the social factors which are important for network application and relate the factors to your experience.

[10 marks]

Continued...

Question 5

In order for achieving goal in Collaborative Virtual Environment (CVE), engagement properties are important. Developing engagement properties in collaborative virtual environment (CVE) consists of View of the environment, Action point in the environment and Position in the environment for determining interaction and presence within the space.

a. What are the aims for developing these engagement properties? [5 marks]

b. What is the relation of these engagement properties with the success of cooperative activities in our everyday life?

[5 marks]

Question 6

Klump is a good 3D collaborative storytelling tool. It comes from salient human-computer interaction (HCI) aspects of interaction with Klump. Describe these HCI aspects which also can be the key to achieve goal by collaboration and cooperation.

[10 marks]

End of Paper